

Fig. 1

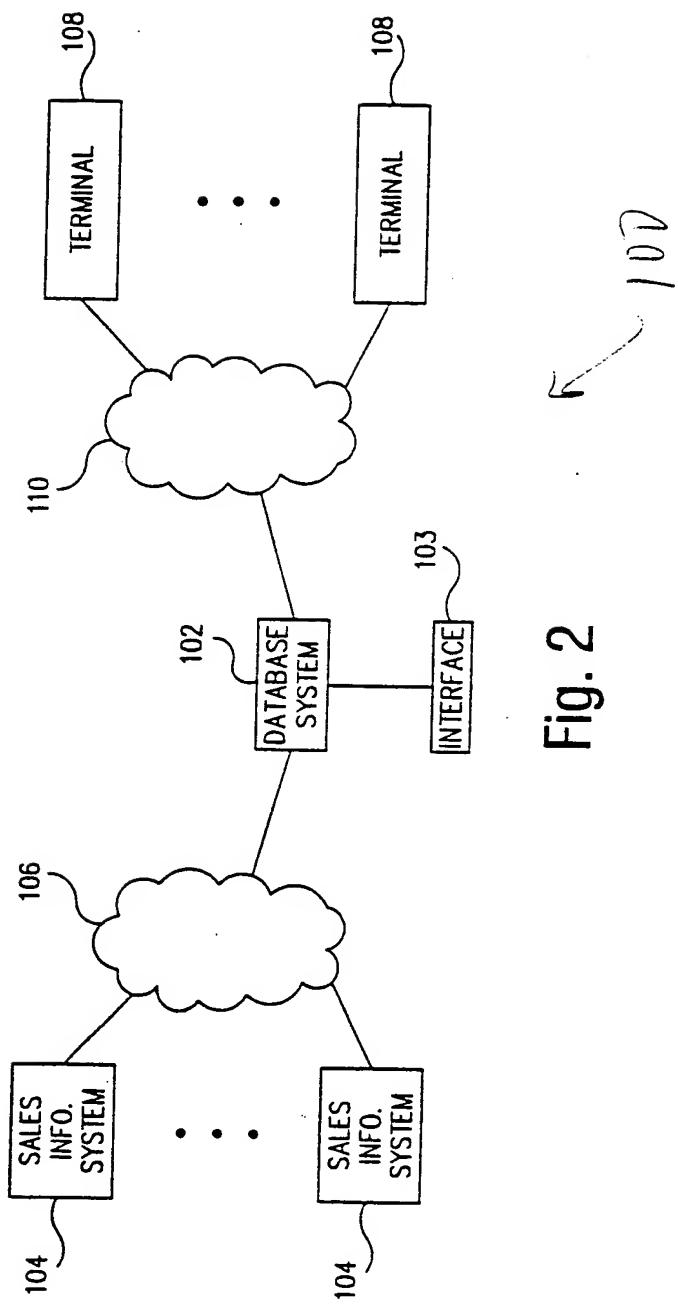


Fig. 2

PRODUCT INFORMATION
PRODUCT IDENTIFIER
PRODUCT NAME
PRODUCT CATEGORY
PRODUCT DESCRIPTION

Fig. 3A

RETAILER INFORMATION
RETAILER IDENTIFIER
GENERAL INFORMATION
RETAIL LOCATION INFORMATION
SALES INFORMATION

Fig. 3B

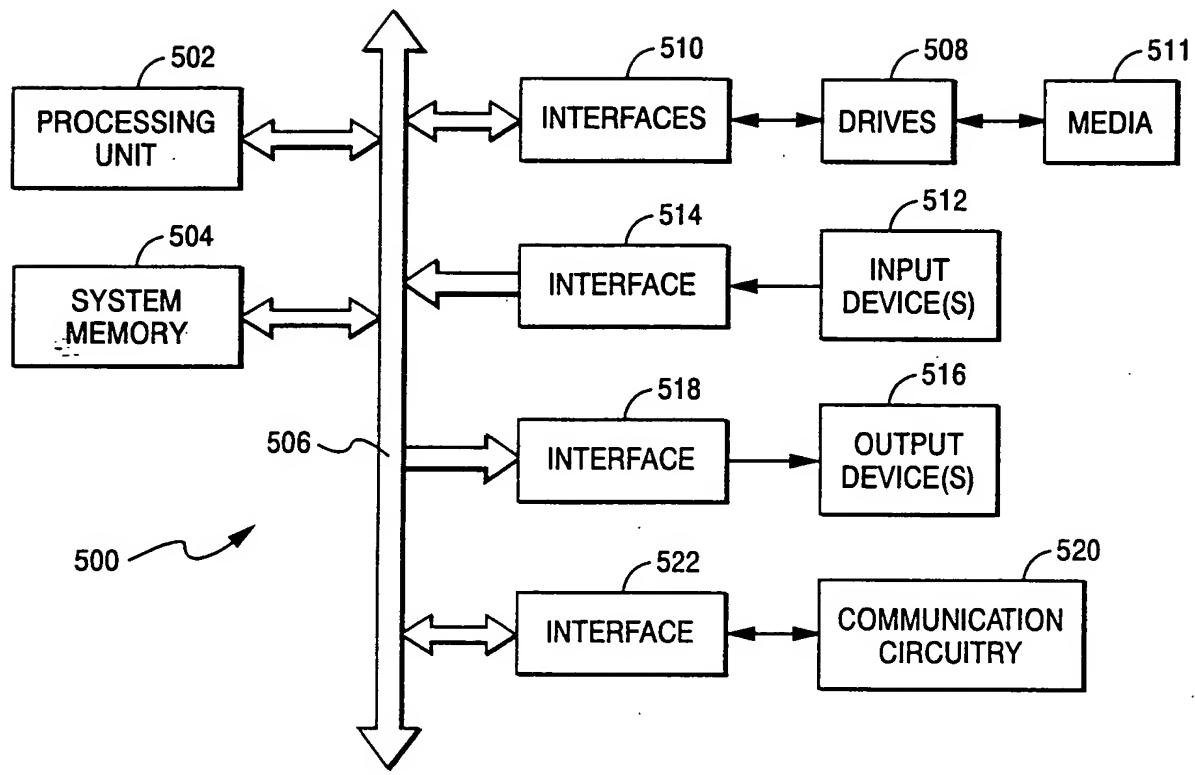
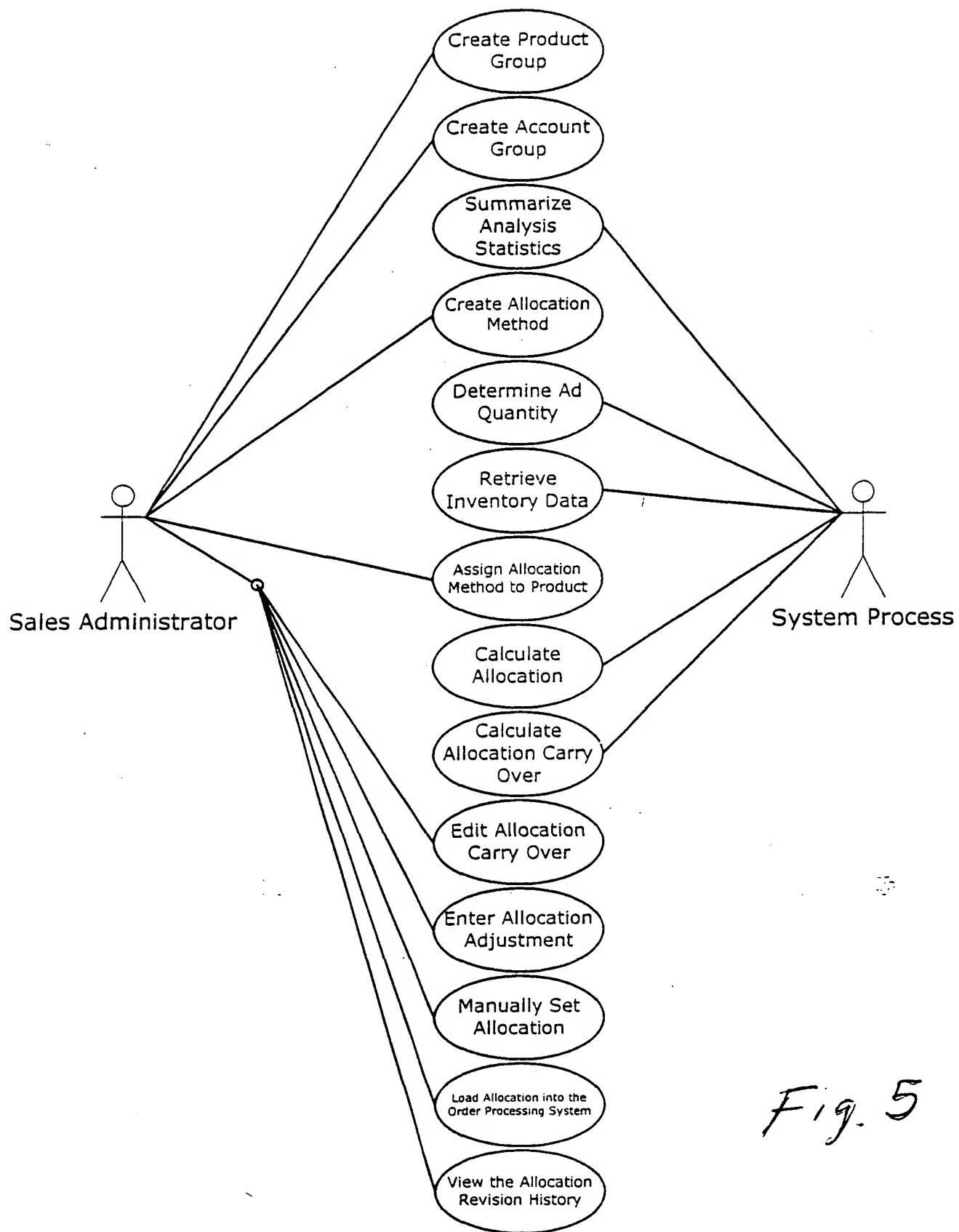


Fig. 4

# Dynamic Allocation Use Case Diagram



# Dynamic Allocation Activity Chart

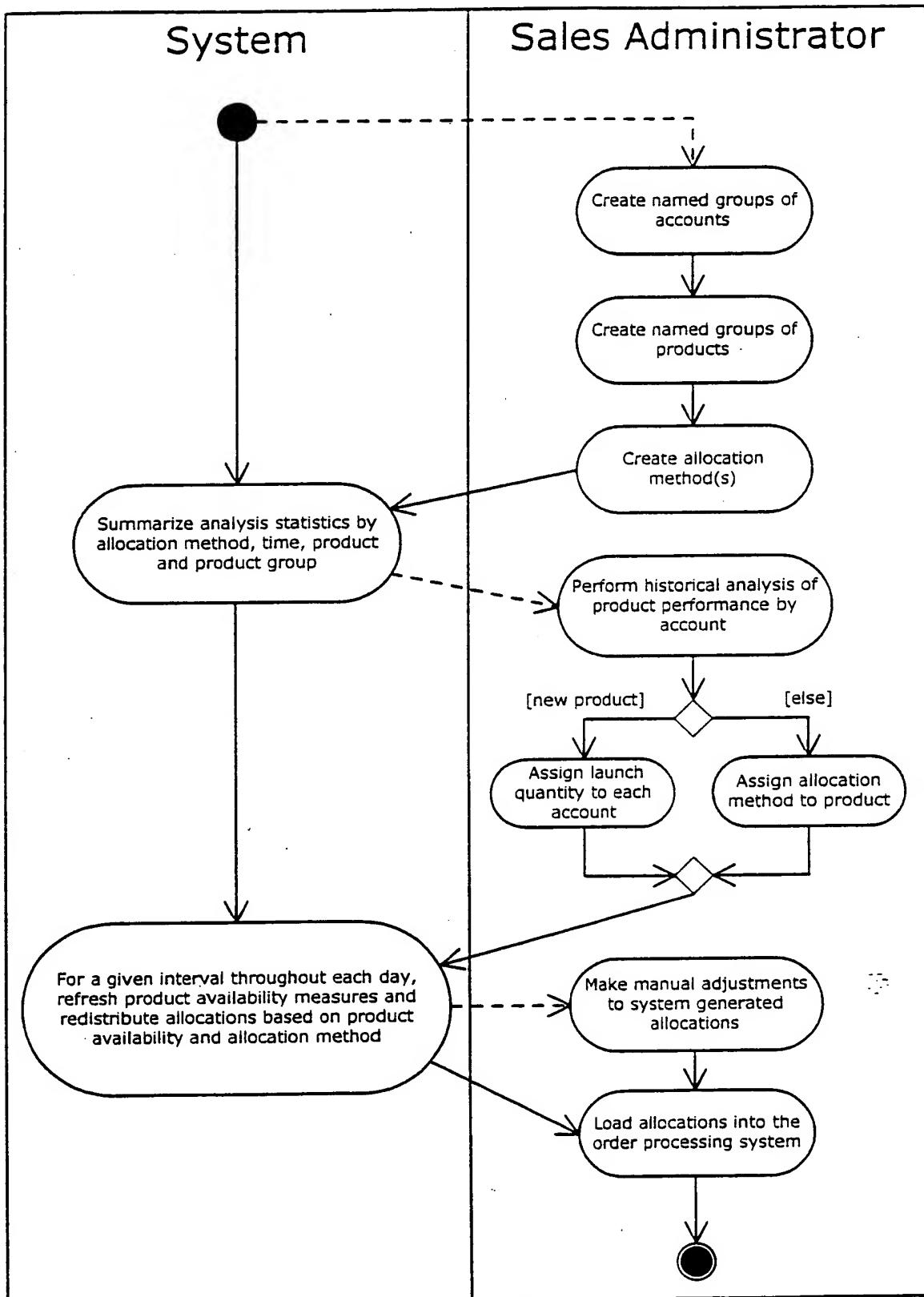


Fig. 6

# Dynamic Allocation System

## Allocation Distribution State Chart

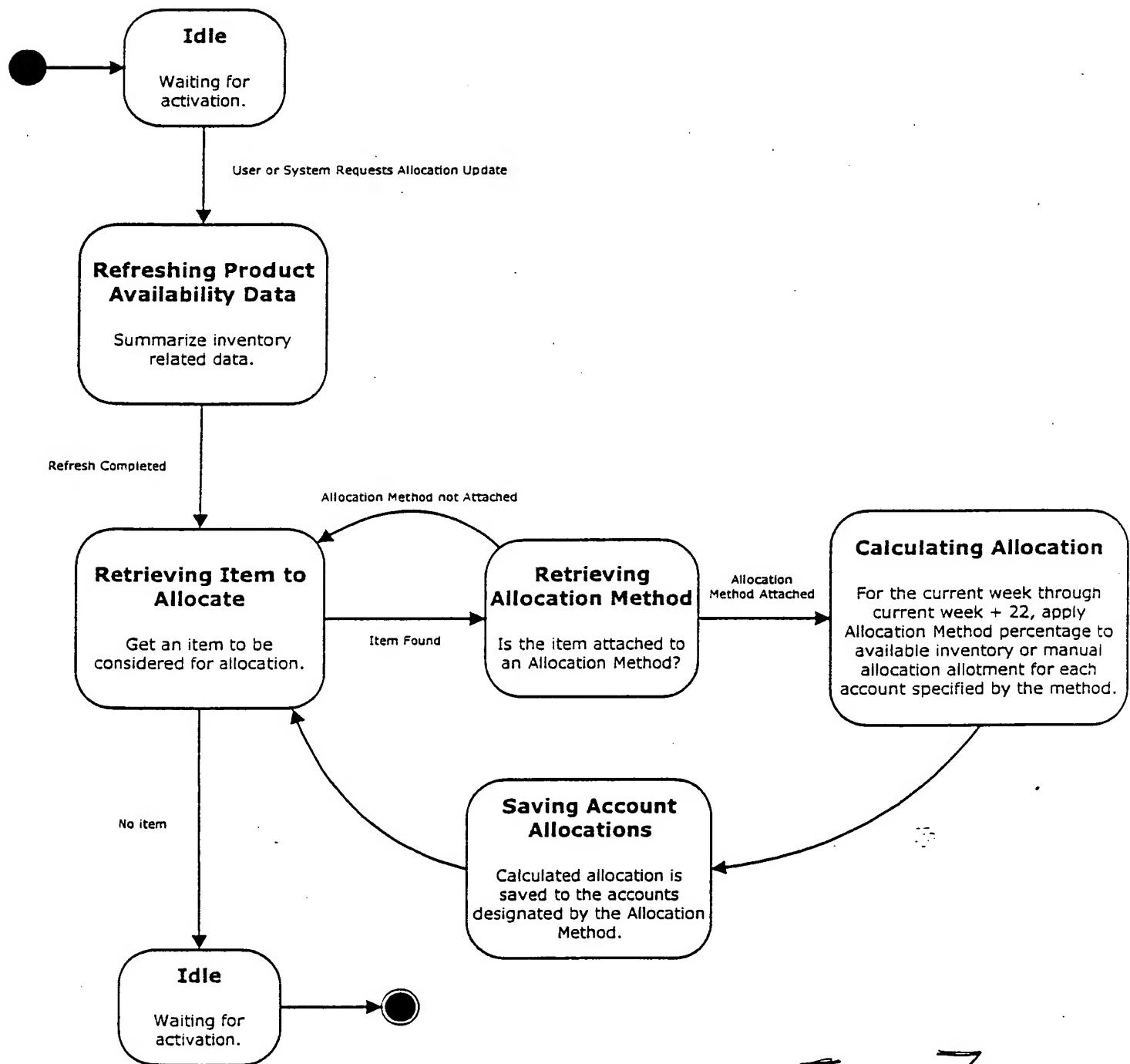


Fig. 7

## Screen Sample - Allocation Maintenance

Allocation Maintenance		Allocation Maintenance	
Item Description	Item Number	Allocation Date	Allocation Date
PERFECT DARK NUS	115294	5/22/2000	5/22/2000
Dynamic Allocation		Dynamic Allocation	
Unshipped Allocations from the previous week. Right clicking this cell will bring up a menu that will allow for drilling into Carry Over at the Account level.		Unshipped Allocations from the previous week. Right clicking this cell will bring up a menu that will allow for drilling into the Import detail at the day level (including expected receiving and production quantities).	
Product that is expected to be received during the week. Right clicking this cell will bring up a menu that will allow for drilling into the Import detail at the day level (including expected receiving and production quantities).		Manual Adjustments (with a toolbar note). Right clicking will bring up a menu that includes an option to review the revision history.	
Expected Imports		Expected Imports	
Adjustments		Adjustments	
Total Allocated		Total Allocated	
Total Business (Prev 3 mth) Adj Quantity (Descending)		Total Business (Prev 3 mth) Adj Quantity (Descending)	
Account Name Region SA Responsible		Account Name Region SA Responsible	
Hold Cells, either manually changed or by menu selection, will be updated to Demand.		Hold Cells, either manually changed or by menu selection, will be updated to Demand.	
Pressing Update will bring up a dialog box asking if the values should also be updated to Demand.		Pressing Update will bring up a dialog box asking if the values should also be updated to Demand.	
Right clicking any input capable cell will bring up a menu that will include options to hold the cell value or view its revision history.		Right clicking any input capable cell will bring up a menu that will include options to hold the cell value or view its revision history.	
Right clicking the account area will bring up a context menu that will include the following option:		Right clicking the account area will bring up a context menu that will include the following option:	
Account Name Region SA Responsible % Total Business (Prev 3 mth) Carry Over City (Descending) Adj Quantity (Descending)		Account Name Region SA Responsible % Total Business (Prev 3 mth) Carry Over City (Descending) Adj Quantity (Descending)	
Cancel		Cancel	
Refresh		Refresh	
Update		Update	

Fig. 8

## Screen Sample - Import Detail

Build Days is the estimated length of time from the receipt of bulk goods to the day that the finished goods are in on-hand inventory.

Import Detail		Week 50						Week 51	
		Mon 12/11	Tues 12/12	Wed 12/13	Thu 12/14	Fri 12/15	Sat 12/16	Sun 12/17	
Production	1500								
Expected Receipts		3000	3000	3000	3000	3000			
Overdue Receipts		1500							

Close

Overdue Receipts represent product that was due the previous week, but did not become available in on-hand inventory.

Expected receipts are finished goods that are scheduled to arrive at Nintendo, and be available in on-hand inventory, for a given day.

Fig. 9

Screen Sample - Account Carry Over Detail

**Account Carry Over Detail**

Week: wk 49 (12/4)

Item: NUSPNPDE Perfect Dark NUS

Balance Available	1,500
Total Allocated	23,000
WALMART/NATL	450
BEST BUY/NATL	225
K-MART/NATL	202
BABBAGES/ETC	150
ELEC BOUT/NATL	75
KAY BEE/NATL	65
FLASH HQ/NATL	50
TARGET/NATL	0
<b>Total Carry Over:</b>	<b>1,217</b>

Cancel      Refresh      Update

Carry over quantities can only be reduced. Reducing the quantities will be reflected in both the Total Allocated and Balance Available buckets (Total Allocated will decrease, Balance Available will increase).

Right clicking any input capable cell will bring up a menu that will include an option to view the revision history for that cell and also allow sorting by Account Name and Carry Over Quantity.

Carry Over Quantity that has been reduced to zero will appear in the table for auditing purposes. Carry Over Quantities that were initially zero will not appear in this table.

Fig. 10

## Screen Sample - Replenishment Item Set Up

The primary purpose of this screen is to provide the analysis needed to assign an Allocation Method to an item.

**Replenishment Item Set Up**

<b>Name:</b>	NUSPNPDE	<b>PERFECT DARK NUS</b>						
<b>Launch Date:</b>	5/23/2000	<b>Allocation Method:</b>	<Select From List>					
<b>Launch Qty:</b>	1,000,000	<b>Measure:</b>	Shipments					
<b>Interval:</b>	Sell Thru Month							
	NUSPNTEE	NUSPNRSE	NUSPNEPE	NUSPNKJE				
<b>Launch Date:</b>	4/1/1998	12/7/1998	5/17/1999	5/10/1999				
<b>Launch Quantity:</b>	585,000	385,000	785,000	208,000				
<b>Allocation Method:</b>	Dynamic Allocation	% TB 3 Months	% TB 3 Months	% TB 1 Yr				
<b>Interval Start:</b>	August 1998	April 1999	September 1999	September 1999				
<b>Interval 1:</b>	25,185	41,538	17,551	5,959				
<b>Interval 2:</b>	17,502	24,125	10,131	3,055				
<b>Interval 3:</b>	21,488	32,650	18,422	6,661				
<b>Interval 4:</b>	38,514	17,983	32,848	18,701				
<b>Total:</b>	102,687	108,278	139,002	32,878				
<b>C9 Accounts</b>	<b>Shipments</b>	<b>%</b>	<b>Shipments</b>	<b>%</b>	<b>Shipments</b>	<b>%</b>	<b>Shipments</b>	<b>%</b>
<b>CASH HOMATL</b>	29,698	28.8	28,849	25.3	35,515	26.5	8,791	20.8
<b>WALMARTNATL</b>	33,239	22.6	30,693	28.9	23,656	17.0	8,038	24.3
<b>TARGETNATL</b>	12,634	12.6	12,952	12.2	22,282	16.0	8,825	27.0
<b>BEST BUYNATL</b>	10,688	10.8	11,789	11.1	20,080	14.4	3,158	9.7
<b>K-MARTNATL</b>	9,685	9.4	8,272	7.9	11,368	8.3	1,312	4.0
<b>KAY BEENATL</b>	5,483	5.3	3,937	3.7	3,904	6.4	1,581	4.8
<b>ELEC BOUTNATL</b>	3,819	3.5	3,744	3.5	4,159	3.0	303	2.5
<b>BAGGAGES ETC</b>	3,083	3.0	4,381	4.1	4,832	3.5	1,079	3.3
<b>SEARS RTLNATL</b>	4,030	3.9	3,679	3.5	9,006	5.9	1,089	3.3
<b>Total:</b>	102,687	100.0	108,278	100.0	139,002	100.0	32,878	100.0

**Buttons:** Cancel, Refresh, Revision History, Update

The Measure determines the variable to be used for item comparison (e.g. Sell Thru, Shipments).

The Interval defines the summary level of the data (e.g. Year, Quarter, Month, etc.).

Items are selected using the drop down list boxes. Individual items or groups of items may be selected (e.g. N64 Software, or a user defined product group).

Interval Start defines the interval (Year, Month, Quarter, etc.) to begin reporting the data.

The selected Measure is displayed with a Percent to Total column for the listed accounts.

Fig. 11

## Screen Sample - Launch Item Set Up

Launch Item Set Up																																																																																																																																																
<p>The Item may be selected by either Item Number or Item Description</p> <p>Launch Quantity will be built from Purchase Orders (if available) This form can be modified.</p> <p>Accont groups may be selected using the drop down list box. Right clicking on the Account area will also bring up the following options:</p> <ol style="list-style-type: none"> <li>1) Regional Rep</li> <li>2) SA Responsible</li> <li>3) Account Name</li> <li>4) Launch Quantity</li> </ol> <p>Right Clicking on a cell will bring up a pull-up menu with the following functions:</p> <ul style="list-style-type: none"> <li>- Hold Cell Contents</li> <li>- View Revision History</li> </ul>	<p>Item: <b>HUSPIDE</b> • <b>PERFECT DARK HUS</b> • <b>5/22/200</b> • <b>1,000,000</b></p> <p>Launch Date: <b>5/22/200</b></p> <p>Launch Qty: <b>1,000,000</b></p> <p>Launch Methods: <b>100% NUS Software</b></p> <p>Launch Methods: <b>100% NUS Software</b></p> <table border="1"> <thead> <tr> <th>CS Account</th> <th>For see set</th> <th>%</th> <th>Launch Qty</th> <th>Launch</th> <th>W</th> <th>21B AM</th> <th>2</th> <th>%</th> <th>21B AM</th> <th>W</th> <th>21B AM</th> <th>W</th> </tr> </thead> <tbody> <tr> <td>LASH TO NATL</td> <td>200,000</td> <td>212</td> <td>285,984</td> <td>28.6</td> <td>285,984</td> <td>28.6</td> <td>285,000</td> <td>28.5</td> <td>285,984</td> <td>28.5</td> <td>285,984</td> <td>28.5</td> </tr> <tr> <td>WAL MART NATL</td> <td>350,000</td> <td>28.5</td> <td>250,932</td> <td>25.1</td> <td>250,932</td> <td>25.1</td> <td>249,000</td> <td>24.9</td> <td>249,000</td> <td>24.9</td> <td>249,000</td> <td>24.9</td> </tr> <tr> <td>TARGET NATL</td> <td>100,000</td> <td>10.8</td> <td>121,992</td> <td>12.2</td> <td>121,992</td> <td>12.2</td> <td>123,000</td> <td>12.3</td> <td>123,000</td> <td>12.3</td> <td>120,000</td> <td>12.0</td> </tr> <tr> <td>DEBT BOUTIQUES</td> <td>110,000</td> <td>11.7</td> <td>65,932</td> <td>6.6</td> <td>65,932</td> <td>6.6</td> <td>55,992</td> <td>5.6</td> <td>55,992</td> <td>5.6</td> <td>67,000</td> <td>6.7</td> </tr> <tr> <td>K MART NATL</td> <td>60,000</td> <td>6.4</td> <td>76,932</td> <td>7.7</td> <td>76,932</td> <td>7.7</td> <td>72,984</td> <td>7.3</td> <td>72,984</td> <td>7.3</td> <td>73,984</td> <td>7.3</td> </tr> <tr> <td>MAY DEPTHS</td> <td>47,016</td> <td>5.0</td> <td>66,384</td> <td>6.7</td> <td>66,384</td> <td>6.7</td> <td>87,992</td> <td>8.6</td> <td>87,992</td> <td>8.6</td> <td>70,982</td> <td>7.1</td> </tr> <tr> <td>AMAZON ETC</td> <td>80,000</td> <td>8.5</td> <td>48,984</td> <td>4.9</td> <td>48,984</td> <td>4.9</td> <td>48,984</td> <td>4.9</td> <td>48,984</td> <td>4.9</td> <td>45,984</td> <td>4.6</td> </tr> <tr> <td>WALB RTM NATL</td> <td>75,000</td> <td>8.0</td> <td>36,100</td> <td>3.6</td> <td>36,000</td> <td>3.6</td> <td>36,984</td> <td>3.7</td> <td>36,984</td> <td>3.7</td> <td>36,984</td> <td>3.7</td> </tr> <tr> <td>Total of Above:</td> <td>942,616</td> <td>100.0</td> <td>916,417</td> <td>100.0</td> <td>916,412</td> <td>100.0</td> <td>911,536</td> <td>100.0</td> <td>911,536</td> <td>100.0</td> <td>911,536</td> <td>100.0</td> </tr> <tr> <td>Remaining:</td> <td></td> <td></td> <td>0.0</td> </tr> </tbody> </table> <p>SA Methods as Detail</p> <p>Refresh</p> <p>Cancel</p> <p>Update</p> <p>This button will set the current set of Methods as the detail methods when initially bringing up this window.</p> <p>When a cell value is modified, a prompt will be displayed with a question concerning how the net change of the cell should affect the other cells of the column (excluding cells that are Red).</p> <ol style="list-style-type: none"> <li>1) Distribute Net Change to the Accounts Displayed</li> <li>2) Distribute Net Change to All Accounts</li> <li>3) Other Cells Remain Unchanged</li> </ol> <p>Quantities are rounded to Master Cart Quantities</p> <p>Sort Descending</p> <p>Sort Ascending</p> <p>- Apply to Launch City (transfer all % to Launch City Column?)</p> <p>Hold cells, either manually changed or by menu selection, will be shared</p>	CS Account	For see set	%	Launch Qty	Launch	W	21B AM	2	%	21B AM	W	21B AM	W	LASH TO NATL	200,000	212	285,984	28.6	285,984	28.6	285,000	28.5	285,984	28.5	285,984	28.5	WAL MART NATL	350,000	28.5	250,932	25.1	250,932	25.1	249,000	24.9	249,000	24.9	249,000	24.9	TARGET NATL	100,000	10.8	121,992	12.2	121,992	12.2	123,000	12.3	123,000	12.3	120,000	12.0	DEBT BOUTIQUES	110,000	11.7	65,932	6.6	65,932	6.6	55,992	5.6	55,992	5.6	67,000	6.7	K MART NATL	60,000	6.4	76,932	7.7	76,932	7.7	72,984	7.3	72,984	7.3	73,984	7.3	MAY DEPTHS	47,016	5.0	66,384	6.7	66,384	6.7	87,992	8.6	87,992	8.6	70,982	7.1	AMAZON ETC	80,000	8.5	48,984	4.9	48,984	4.9	48,984	4.9	48,984	4.9	45,984	4.6	WALB RTM NATL	75,000	8.0	36,100	3.6	36,000	3.6	36,984	3.7	36,984	3.7	36,984	3.7	Total of Above:	942,616	100.0	916,417	100.0	916,412	100.0	911,536	100.0	911,536	100.0	911,536	100.0	Remaining:			0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
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F10.12

## Sample Screen - Demand Plan Update

Demand Update																																																																																						
Account	WALMART/MAIL																																																																																					
Month	January 2001																																																																																					
<input type="checkbox"/> Demand Update <input type="checkbox"/> Demand Plan Change <input type="checkbox"/> Demand Hold <input type="checkbox"/> Maximum Hold																																																																																						
<input type="checkbox"/> Inventory Hold <input type="checkbox"/> Table Hold <input type="checkbox"/> Summarized Hold																																																																																						
<input type="checkbox"/> AutoNow <input type="checkbox"/> Manual <input type="checkbox"/> Forecast <input type="checkbox"/> Skip Prod <input type="checkbox"/> Release Prod <input type="checkbox"/> On Hand																																																																																						
Products can be subsetted by using product categories or user defined product groups. A right click while over this column will bring up the following sort options: 1) Item Number 2) Item Description 3) Launch Date (Descending)																																																																																						
<table border="1"> <thead> <tr> <th>Item Number</th> <th>Item Description</th> <th>Launch Date</th> <th>Forecast</th> <th>On Hand</th> </tr> </thead> <tbody> <tr> <td>N64 Hardware</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>NUSBBB1 CONTROL SET POKEMON STADIUM SET NUS</td> <td>CONTROL SET POKEMON STADIUM SET NUS</td> <td>20/246</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBR1 CONTROL SET GOLD TRU NUS</td> <td>CONTROL SET GOLD TRU NUS</td> <td>23/258</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBR1 CONTROL SET 11 NUS</td> <td>CONTROL SET 11 NUS</td> <td>14,102</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBR1 NUS STAR WARS RACER</td> <td>NUS STAR WARS RACER</td> <td>20/248</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBH1 CONTROL SET DISPLAY NUS</td> <td>CONTROL SET DISPLAY NUS</td> <td>23/258</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBH1 CONTROL SET 14 GOLD CTRL NUS</td> <td>CONTROL SET 14 GOLD CTRL NUS</td> <td>14,102</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBH1 CONTROL SET 14 CTRL NUS</td> <td>CONTROL SET 14 CTRL NUS</td> <td>20/248</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBP1 POKEMON STADIUM SET NUS</td> <td>POKEMON STADIUM SET NUS</td> <td>23/258</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBP1 POKEMON STADIUM SET NUS-LTH</td> <td>POKEMON STADIUM SET NUS-LTH</td> <td>14,102</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBP1 POKEMON STADIUM NUS W/O CPN</td> <td>POKEMON STADIUM NUS W/O CPN</td> <td>20/246</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBM1 CONTROL SET MARUS-SND</td> <td>CONTROL SET MARUS-SND</td> <td>23/258</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBM1 CONTROL SET MARUS-CHD</td> <td>CONTROL SET MARUS-CHD</td> <td>14,102</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBM1 CONTROL SET 22AV MARUS-CHD</td> <td>CONTROL SET 22AV MARUS-CHD</td> <td>20/246</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSBBM1 CONTROL SET SMOKER MARUS</td> <td>CONTROL SET SMOKER MARUS</td> <td>23/258</td> <td>10,000</td> <td>0</td> </tr> <tr> <td>NUSSTBB1 CONTROL SET ICE NUS</td> <td>CONTROL SET ICE NUS</td> <td>3,282</td> <td>1,043</td> <td>2,238</td> </tr> </tbody> </table>		Item Number	Item Description	Launch Date	Forecast	On Hand	N64 Hardware					NUSBBB1 CONTROL SET POKEMON STADIUM SET NUS	CONTROL SET POKEMON STADIUM SET NUS	20/246	10,000	0	NUSBBR1 CONTROL SET GOLD TRU NUS	CONTROL SET GOLD TRU NUS	23/258	10,000	0	NUSBBR1 CONTROL SET 11 NUS	CONTROL SET 11 NUS	14,102	10,000	0	NUSBBR1 NUS STAR WARS RACER	NUS STAR WARS RACER	20/248	10,000	0	NUSBBH1 CONTROL SET DISPLAY NUS	CONTROL SET DISPLAY NUS	23/258	10,000	0	NUSBBH1 CONTROL SET 14 GOLD CTRL NUS	CONTROL SET 14 GOLD CTRL NUS	14,102	10,000	0	NUSBBH1 CONTROL SET 14 CTRL NUS	CONTROL SET 14 CTRL NUS	20/248	10,000	0	NUSBBP1 POKEMON STADIUM SET NUS	POKEMON STADIUM SET NUS	23/258	10,000	0	NUSBBP1 POKEMON STADIUM SET NUS-LTH	POKEMON STADIUM SET NUS-LTH	14,102	10,000	0	NUSBBP1 POKEMON STADIUM NUS W/O CPN	POKEMON STADIUM NUS W/O CPN	20/246	10,000	0	NUSBBM1 CONTROL SET MARUS-SND	CONTROL SET MARUS-SND	23/258	10,000	0	NUSBBM1 CONTROL SET MARUS-CHD	CONTROL SET MARUS-CHD	14,102	10,000	0	NUSBBM1 CONTROL SET 22AV MARUS-CHD	CONTROL SET 22AV MARUS-CHD	20/246	10,000	0	NUSBBM1 CONTROL SET SMOKER MARUS	CONTROL SET SMOKER MARUS	23/258	10,000	0	NUSSTBB1 CONTROL SET ICE NUS	CONTROL SET ICE NUS	3,282	1,043	2,238
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NUSBBR1 CONTROL SET GOLD TRU NUS	CONTROL SET GOLD TRU NUS	23/258	10,000	0																																																																																		
NUSBBR1 CONTROL SET 11 NUS	CONTROL SET 11 NUS	14,102	10,000	0																																																																																		
NUSBBR1 NUS STAR WARS RACER	NUS STAR WARS RACER	20/248	10,000	0																																																																																		
NUSBBH1 CONTROL SET DISPLAY NUS	CONTROL SET DISPLAY NUS	23/258	10,000	0																																																																																		
NUSBBH1 CONTROL SET 14 GOLD CTRL NUS	CONTROL SET 14 GOLD CTRL NUS	14,102	10,000	0																																																																																		
NUSBBH1 CONTROL SET 14 CTRL NUS	CONTROL SET 14 CTRL NUS	20/248	10,000	0																																																																																		
NUSBBP1 POKEMON STADIUM SET NUS	POKEMON STADIUM SET NUS	23/258	10,000	0																																																																																		
NUSBBP1 POKEMON STADIUM SET NUS-LTH	POKEMON STADIUM SET NUS-LTH	14,102	10,000	0																																																																																		
NUSBBP1 POKEMON STADIUM NUS W/O CPN	POKEMON STADIUM NUS W/O CPN	20/246	10,000	0																																																																																		
NUSBBM1 CONTROL SET MARUS-SND	CONTROL SET MARUS-SND	23/258	10,000	0																																																																																		
NUSBBM1 CONTROL SET MARUS-CHD	CONTROL SET MARUS-CHD	14,102	10,000	0																																																																																		
NUSBBM1 CONTROL SET 22AV MARUS-CHD	CONTROL SET 22AV MARUS-CHD	20/246	10,000	0																																																																																		
NUSBBM1 CONTROL SET SMOKER MARUS	CONTROL SET SMOKER MARUS	23/258	10,000	0																																																																																		
NUSSTBB1 CONTROL SET ICE NUS	CONTROL SET ICE NUS	3,282	1,043	2,238																																																																																		
<input type="button" value="Cancel"/> <input type="button" value="Refresh"/> <input type="button" value="Update"/>																																																																																						
Updates to the Autoflow Quantity are allowed only at the week level (right click on a cell to access the weekly detail).																																																																																						

Fig. 13

## Screen Sample - Demand Weekly Detail

Demand Weekly Detail				
Period	Account	Month	Year	Item
SA Forecast	WALMART ATL	January	2001	HUS1BB CONTROL SET ICE HUS
AutoFlow QN				
Monthly NOA Alloc				
Customer Forecast				
Advertising				
Due Date				
Allocated				
EDI Forecast				
Expired				
Entered				
Shipped				
Customer Canceled				
NOA Canceled				

Users will be allowed to switch between items at the weekly level.

Period refers to the monthly totals for the item.

	Week 1	Week 2	Week 3	Week 4	Week 5
Period	1/1/01	1/8/01	1/15/01	1/22/01	1/29/01
SA Forecast	0	0	0	0	0
AutoFlow QN	3382	1282	2000	0	0
Monthly NOA Alloc	4000	0	0	0	0
Customer Forecast	3500	0	0	0	0
Advertising	0	0	0	0	0
Due Date	1043	0	1043	0	0
Allocated	3	0	3	0	0
EDI Forecast	0	0	0	0	0
Expired	0	0	0	0	0
Entered	3247	12	4	0	0
Shipped	2236	1282	954	0	0
Customer Canceled	0	0	0	0	0
NOA Canceled	0	0	0	0	0

Cancel

Refresh

Update

Updating will not effect the Dynamic Allocation System. Updates are strictly for the Demand System.

Fig. 1A

## Screen Sample - Manual Allocation % Maintenance

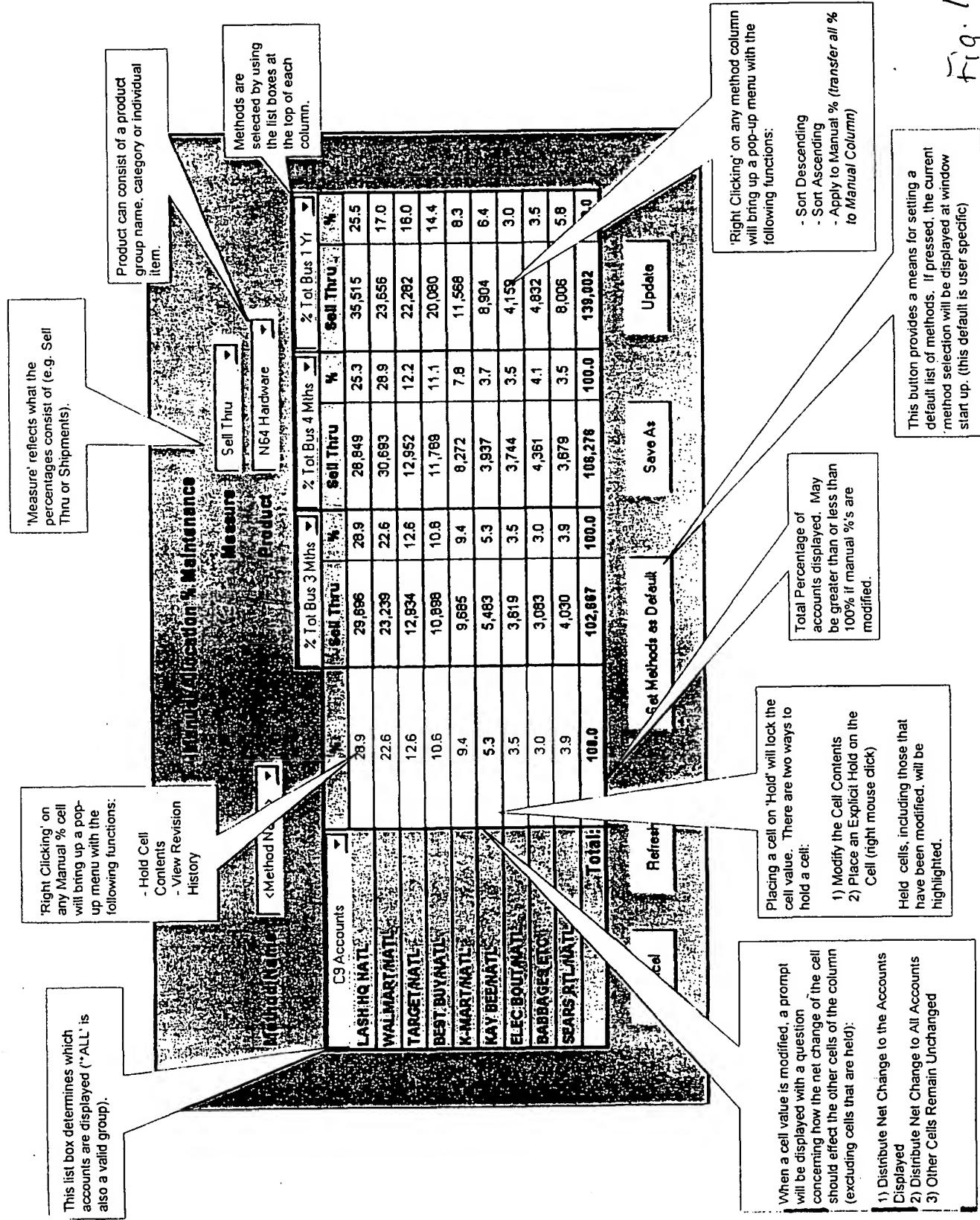


Fig. 15

## Screen Sample - Item Classification

This crop down list box will provide filtering of available items, and will include:

- 1) Platform (N64, DMG, ...)
- 2) Category (HW, SW, ...)
- 3) Product Groups
- 4) Other Allocation Methods

**Item Classification**

Allocation Method: Dynamic Allocation

**Selected Items**

NUSSBXB	CONTROL SET PIKACHU BLUE
NUSSDR	CONTROL SET GOLD TRU NUS
NUSSH8	CÓNTROL SET NUS
NUSSHIN	CONTROL SET W/O CTRL NUS
NUSSHQPO	POKEMON STADIUM SET NUS

**Available Items**

N64 Hardware

NUSSDR	CONTROL SET GOLD TRU NUS
NUSSH8	CONTROL SET NUS
NUSSH8EP	NUS W/STAR WARS RACER
NUSSH8C	CONTROL SET DISPLAY NUS
NUSSH8H	CONTROL SET W/GOLD CTRL
NUSSH8N	CONTROL SET W/O CTRL NUS
NUSSHQPO	POKEMON STADIUM SET NUS
NUSSHQPO2	POKEMON STADIUM SET
NUSSHQPO3	POKEMON STADIUM NUS W/O
NUSSM001	CONTROL SET MNUS-SKD
NUSSM002	CONTROL SET MNUS-CKD
NUSSM003	CONTROL SET 220V MNUS-CKD
NUSSM004	CONTROL SET SMOKE MNUS
NUSSM005	CONTROL SET 220V SMOKE MNUS
NUSSM006	CONTROL SET ICE MNUS
NUSSM007	CONTROL SET 220V ICE MNUS

→ ←

Cancel Refresh Revision History Update

Right clicking the Selected Items list will bring up a sorting menu that will include sort options such as:

- 1) Item Number
- 2) Item Description
- 3) Launch Date (Descending)

Drag and drop ordering of items will also be available.

Items are selected/removed using the left and right arrow buttons.

Fig. 16

## Screen Sample - Time Driven Allocation Method Maintenance

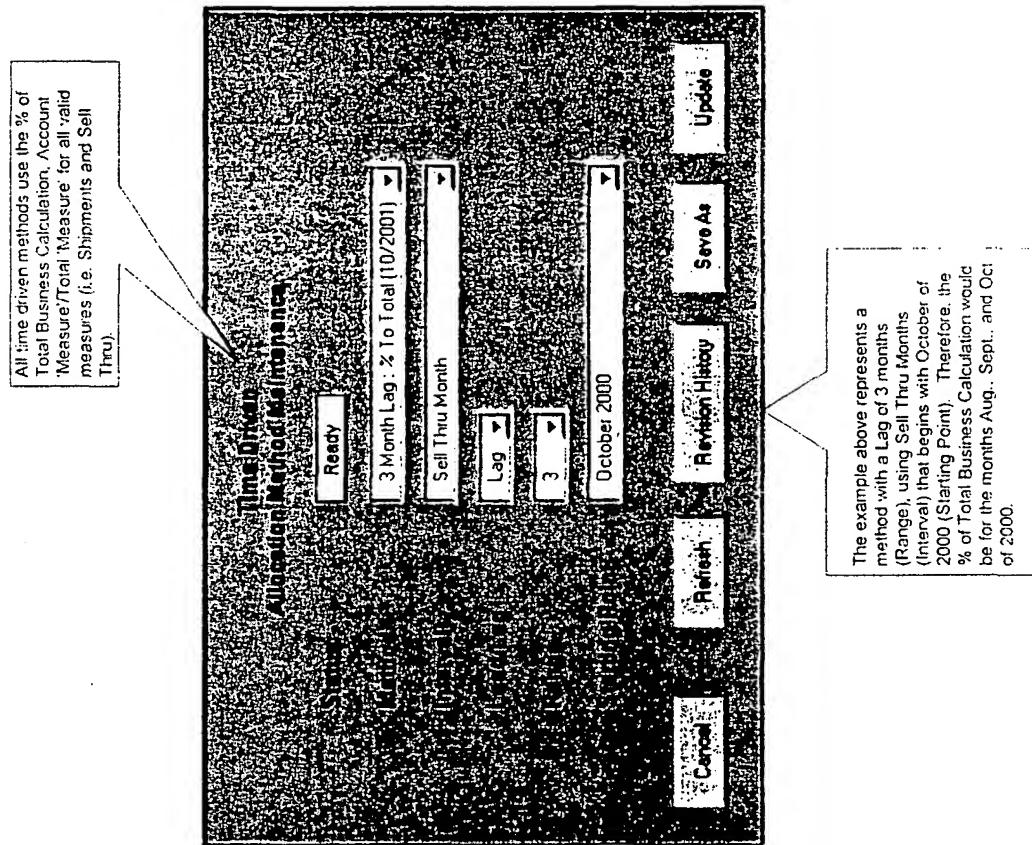


Fig. 17

## Screen Sample - Account Group Maintenance

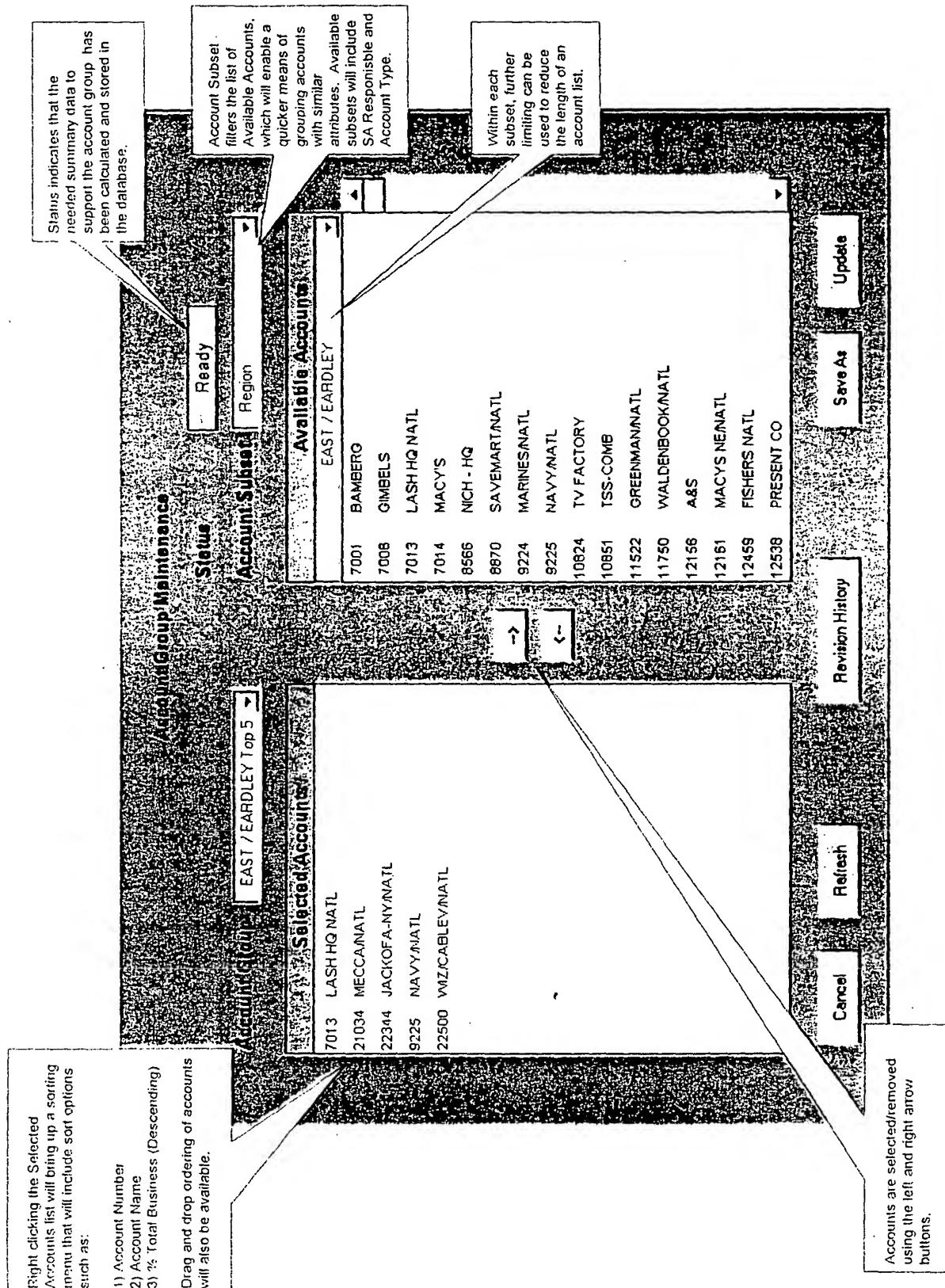


Fig. 18

Screen Sample - Product Group Maintenance

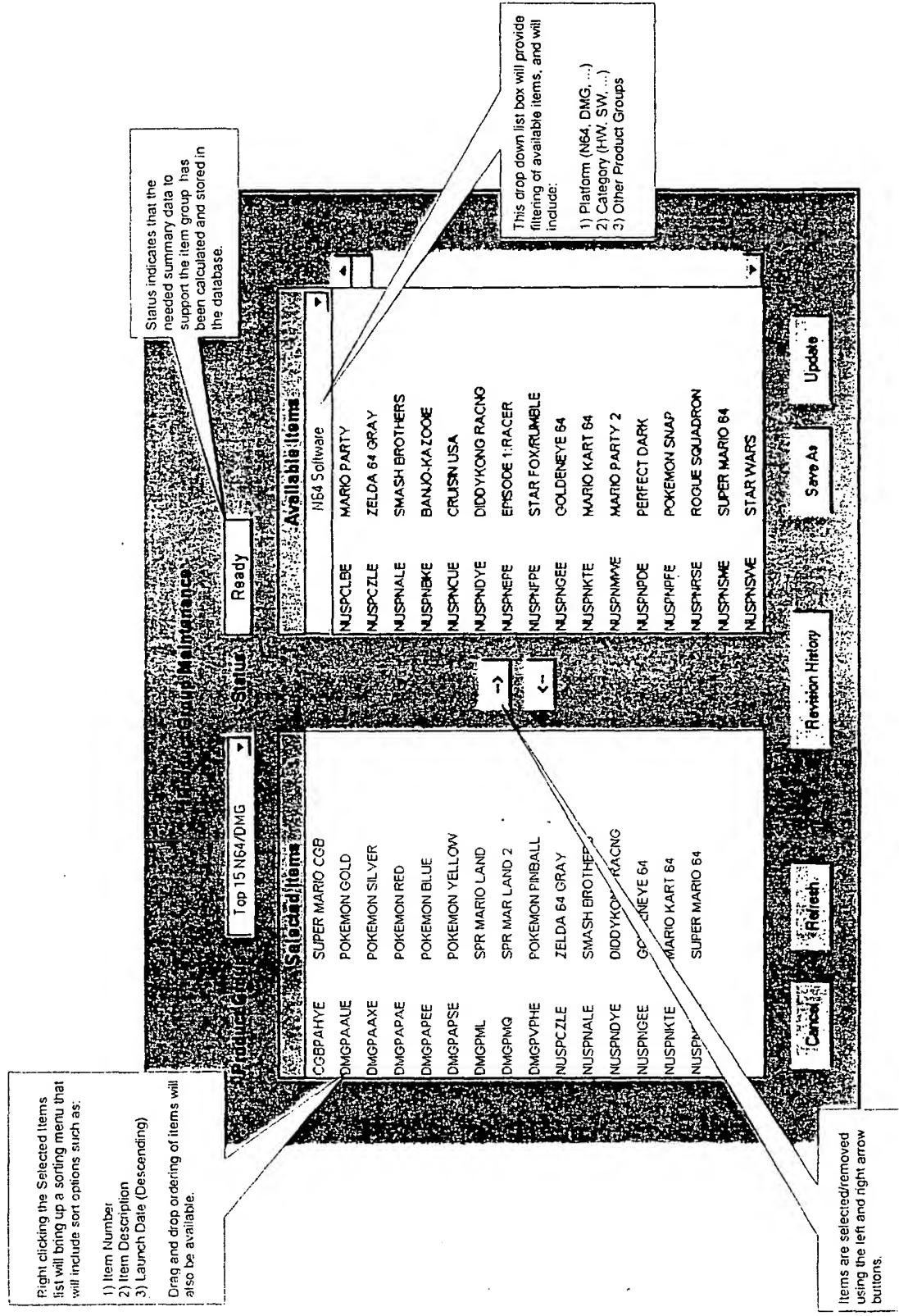


Fig. 19

### Screen Sample - Method Group Maintenance

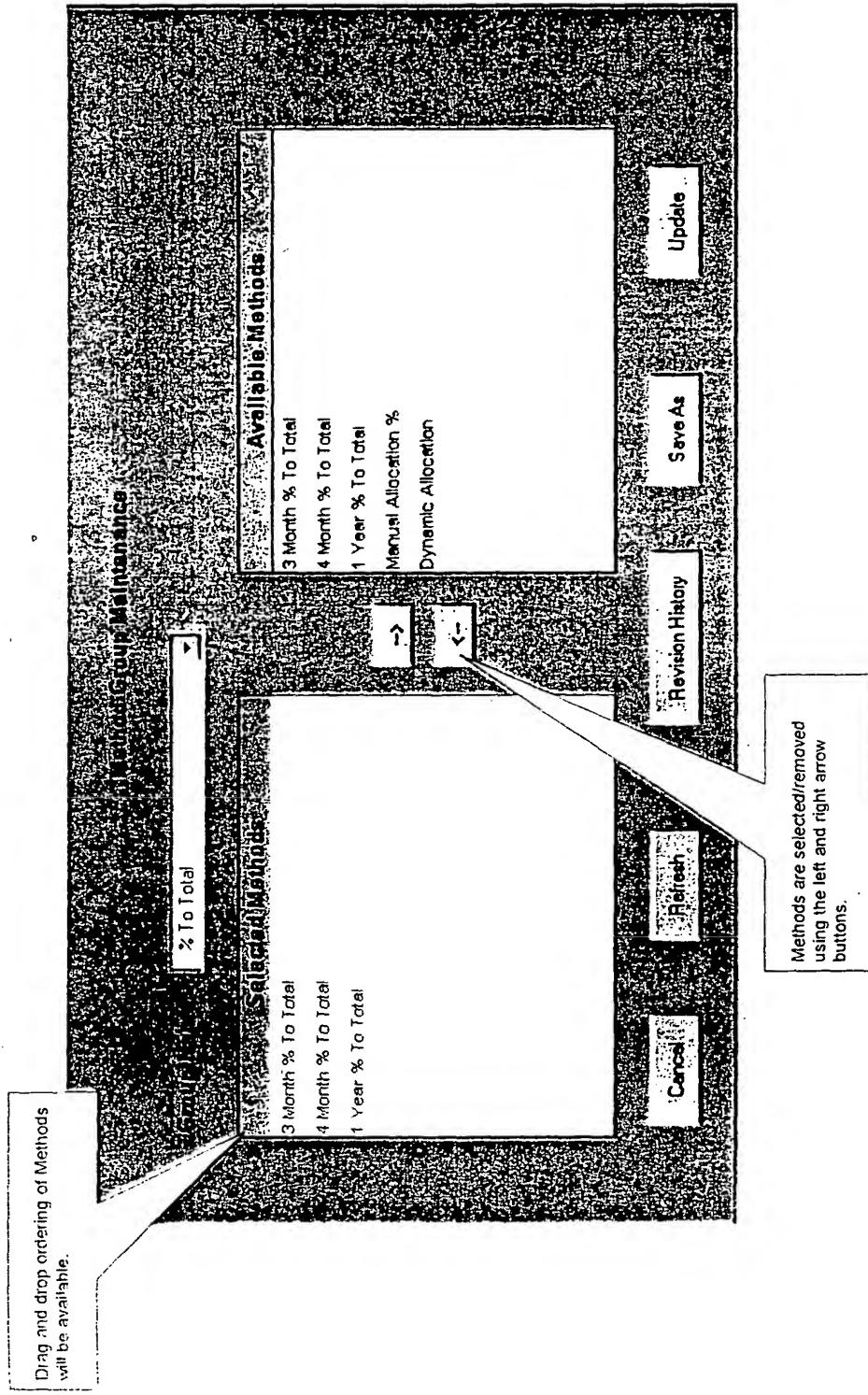


Fig. 20